machine and selectable by the player and the game having a game result which, if it is a winning result, will cause the game ~~control means~~ controller to award a prize to the player, ~~the gaming system being characterised in that~~ wherein each said gaming machine includes a game ~~selection means~~ selector, which displays a selection of games available on ~~the~~ that gaming machine for the player to play, the selection being ~~ordered according to~~ determined dependent on ~~a ranking determined as a function of~~ the player's past history of playing games and a history of games played by other players.

2.   (Currently Amended) The system as claimed in claim 1 wherein ~~the selection means orders the displayed selection of games according to~~ the player's past history of games comprises games played on the current machine in ~~the~~ a current playing session only.

3.   (Currently Amended) The system as claimed in claim 1 ~~or 2~~ wherein ~~the selection means orders the displayed selection of games according to~~ the player's past history of games comprises games played on any gaming machine in the system in ~~the~~ a current playing session and any previous session.

4.   (Currently Amended) The system as claimed in claim 1 ~~, 2 or 3~~ wherein ~~the selection means orders the displayed selection of games according to~~ the past history of games played by ~~others~~ other players comprises a history of play on ~~the current~~ that gaming machine and not other gaming machines.

5.   (Currently Amended) The system as claimed in claim 1 ~~, 2, 3 or 4~~ wherein ~~the selection means orders the displayed selection of games according to~~ the past history of games played by ~~others~~ other players comprises a history of play on any gaming machine in the system.

6.   (Currently Amended) The system as claimed in ~~any one of~~ claims 1 ~~to 5~~ wherein the selection of games for display by the game selector and their order of representation is made by a recommendation engine.

7.   (Original) The system as claimed in claim 6 wherein the recommendation engine is located in the gaming machine.

8.   (Currently Amended) The system as claimed in claim 6 wherein the recommendation engine is located on a server connected to the ~~network~~ communications system ~~to which the gaming machine is connected~~.

9.   (Currently Amended) The system as claimed in claim 6, 7 or 8 wherein the recommendation engine collects player data on the playing habits of all distinguishable individuals who can be linked to a plurality of game plays.

10.   (Original) The system as claimed in claim 9 wherein the player data is processed to determine the most popular games with particular individuals.

11.   (Currently Amended) The system as claimed in claim 9 or 10 wherein the player data is processeds to determine the groups of games that are popular with particular individuals.

12.   (Currently Amended) The system as claimed in claim 10 or 119 wherein the recommendation engine processes the player data to determine at least one popular game for the player, maintains for each game in the system, the processed data results in a list of other games that would be of similar enjoyment value to the player and uses the list to form the selection of games.

13.   (Currently Amended) A gaming machine connected to a gaming system wherein the gaming system comprises a gaming server, a plurality of said gaming machines, and a communications system connecting each of the plurality of gaming machines to the gaming server, the gaming machine having a display means, a player input meansinterface, player tracking input means and a game control means controller arranged to control images displayed on the respective display means, the game control means controller being arranged to play a game initiated by the a player, the game being one of a plurality of games available on the gaming machine and selectable by the player and the game having a game result which, if it is a winning result, will cause the game control means controller to award a prize to the player, wherein the gaming machine being characterized in that it includes further comprises a game selection means selector, which displays a selection of games available on the gaming machine for the player to play, the selection being ordered according to a ranking determined as a function of determined dependent on the player's past history of playing games and a history of games played by other players.

14.   (Currently Amended) The gaming machine of claim 13 wherein the selection means orders the displayed selection of games according to the player's past history

of playing games comprises a history of games played on any gaming machine in the system in the current session and any at least one previous session.

15.   (Currently Amended) The gaming machine of claim 13 or 14 wherein the selection means orders the displayed selection of games according to the past history of games played by others comprises a history of games played on any gaming machine in the system.

16.   (Currently Amended) The gaming machine of claim 13, 14 or 15 wherein the selection of games for display and their order of representation is made by a recommendation engine located on a server connected to the network communications systemto which the gaming machine is connected.

17.   (Currently Amended) The gaming machine of claim 13, 14, 15 or 16 wherein for each game in the system, the player's past history of playing games and a history of games played by other players processed data results in a list of other games that would be of similar enjoyment value to the player.

18.   (Currently Amended) A gaming machine comprising a display means, player input meansinterface, player tracking input means and game control means controller arranged to control images displayed on the respective display means, the game control means controller being arranged to play a game initiated by the player, the game being one of a plurality of games available on the gaming machine and selectable by the player and the game having a game result which, if it is a winning result, will cause the game control means to award a prize to the player, the gaming machine being characterized in that it includes operable to track play of the plurality of games by a player of the gaming machine and further comprising a game selection means selector which displays a selection of games available on the gaming machine for the player to play, the selection being ordered according to a ranking determined as a function of determined dependent on the player's past history of playing games and a history of games played by other players.

19.   (Currently Amended) The gaming machine of claim 13 or 18 wherein the selection means orders the displayed selection of games according to the player's past history of playing games comprises games played on the current gaming machine in the a current playing session only.

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20.   (Currently Amended) The gaming machine of claim ~~13, 14,~~ 18 ~~or 19~~ wherein the ~~selection means orders the displayed selection of games according to the past~~ history of games played by others <u>comprises a history of play</u> on ~~the current~~ <u>that</u> gaming machine <u>only</u>.

21.   (Currently Amended) The gaming machine of claim ~~13, 14, 15,~~ 18,~~ 19 or 20~~ wherein the selection of games for display ~~and their order of representation~~ is made by a recommendation engine and the recommendation engine is located in the gaming machine.

22.   (Currently Amended) The gaming machine of claim ~~16 or~~ 21 wherein the recommendation engine collects player data on the playing habits of all distinguishable individuals who can be linked to a plurality of game plays.

23.   (Original) The gaming machine of claim 22 wherein the player data is processed to determine the most popular games with particular individuals.

24.   (Currently Amended) The gaming machine of claim ~~22 or~~ 23 wherein the player data is processed to determine the groups of games that are popular with particular individuals.

25.   (Currently Amended) The gaming machine of claim 23 ~~or 24~~ wherein for each game on the machine, the processed data results in a list of other games that would be of similar enjoyment value to the player <u>and the list is used in forming the selection of games</u>.

26.   (Currently Amended) A game recommendation display device connected to a gaming system, the game recommendation display device comprising a computational device, ~~having~~ a display ~~means and~~ a player input, ~~the device being characterized in that it includes~~ <u>a</u> game ~~selection means~~ <u>selector</u> which displays a selection of games available on the <u>gaming</u> system for the player to play, the selection being ~~ordered according to a ranking determined as a function of~~ <u>determined dependent on</u> the player's past history of playing games and a history of games played by other players.

27.   (Currently Amended) The display device as claimed in claim 26 wherein ~~selection means orders the displayed selection of games according to~~ the player's past history of games <u>comprises a history of games</u> played on any machine in the system in any previous playing session.

28.   (Currently Amended) The display device as claimed in claim 26 ~~or 27~~ wherein the ~~selection means orders the displayed selection of games according to the past~~ history of games played by others <u>comprises a history of game play</u> on any machine in the system.

29.   (Currently Amended) The display device as claimed in ~~any one of~~ claims 26 ~~to 28~~ wherein the selection of games for display and their order of representation is made by a recommendation engine.

30.   (Original) The display device as claimed in claim 29 wherein the recommendation engine is located in the game recommendation display device.

31.   (Currently Amended) The display device as claimed in claim 29 wherein the recommendation engine is located on a server ~~connected to the network~~ <u>in the gaming system</u> to which the game recommendation display device is connected.

32.   (Currently Amended) The display device as claimed in claim 30 ~~, 31 or 32~~ wherein the recommendation engine collects player data on the playing habits of all distinguishable individuals who can be linked to a plurality of game plays.

33.   (Original) The display device as claimed in claim 32 wherein the player data is processed to determine the most popular games with particular individuals.

34.   (Currently Amended) The display device as claimed in claim ~~32 or~~ 33 wherein the player data is ~~processes~~ <u>processed</u> to determine the groups of games that are popular with particular individuals.

35.   (Currently Amended) The display device as claimed in claim 33 ~~or 34~~ wherein for each game in the system, the processed data results in a list of other games that would be of similar enjoyment value to the player.

36.   (Currently Amended) A gaming machine comprising ~~display means~~ <u>a display</u>, a player ~~input means~~ <u>interface</u> and a game ~~control means~~ <u>controller</u> arranged to control images displayed on the ~~respective~~ display ~~means~~, the game ~~control means~~ <u>controller</u> being arranged to play a game initiated by the player, the game being one of a plurality of games available on the gaming machine and selectable by the player and the game having a game result which, if it is a winning result, will cause the game ~~control means~~ <u>controller</u> to award a prize to the player, the gaming machine ~~being characterized in that it includes~~ <u>further comprising</u> a game ~~selection means~~

selector which displays a plurality of game categories, each game category associated with ~~one or more~~ at least one of the plurality of games available on the gaming machine and is responsive to the selection of a category by the player to display a list of games with which the selected category is associated.

37.   (Original) The gaming machine as claimed in claim 36 wherein the available games are split into a number of categories according to common player preferences and the categories are presented to the player in a selection window.

38.   (Currently Amended) The gaming machine as claimed in claim 36 ~~or 37~~ wherein the categories include ~~one or more of~~ at least one of games with high wins, games with frequent wins, traditional games, card games, slot games, and currently popular games.

39.   (Currently Amended) The gaming machine as claimed in claim 36, ~~37 or 38~~ wherein the same game appears in more than one category.

40.   (Currently Amended) The gaming machine as claimed in claim 36, ~~37, 38 or 39~~ wherein, for each category, a button is provided such that if the player touches the button the category is selected.

41.   (Original) The gaming machine as claimed in claim 40 wherein the button is a pseudo button on a touch sensitive video screen display.

42.   (Currently Amended) The gaming machine as claimed in ~~any one of~~ claims 36 ~~to 41~~ wherein one of the categories is a recommended games category and is associated with a selection of games determined, as a function of the player's past history of playing games and a history of games played by other players, to be games that are likely to be games the player would select.

43.   (Currently Amended) The gaming machine as claimed in ~~any one of~~ claims 36 ~~to 42~~ wherein within each category the games ~~may be~~ are further ordered, either with sub- categories or if multiple pages of games exist then according to the page number.

44.   (Currently Amended) The gaming machine as claimed in ~~any one of~~ claims 36 ~~to 43~~ wherein the list of games displayed for selection by the player are generated according to a set of filters where each filter is arranged to select games in a particular category.

45.   (Original) The gaming machine as claimed in claim 44 wherein each game is assigned one or more tags indicating a category with which the game is associated, and the presence of the tag in respect of a game is used by the filter to select the game for inclusion on the displayed games list.

46.   (Currently Amended) The gaming machine as claimed in claim 44 ~~or 45~~ wherein each filter is represented by a button and the filters are toggled on and off by selecting the respective filter button.

47.   (Currently Amended) The gaming machine as claimed in claim 44~~, 45 or 46~~ wherein some filters disable other filters when selected, when their respective categories are mutually exclusive.

48.   (Currently Amended) The gaming machine as claimed in ~~any one of~~ claims 36 ~~to 47~~ wherein the number of categories displayed to the player is a subset of those available.

49.   (Original) The gaming machine as claimed in claim 48 wherein the categories displayed are selected by the player from the total set.

50.   (Currently Amended) The gaming machine as claimed in claim 48 wherein the categories are dynamically selected by <u>at least one of</u> the gaming machine and~~/or~~ <u>a</u> system <u>connected to the gaming machine,</u> according to players playing history.

51.   (Currently Amended) The gaming machine as claimed in claim 48 wherein <u>at least one of</u> the selected categories of games and~~/or~~ games in each category are changed according to <u>at least one</u> pre-programmed ~~criteria~~<u>criterion</u>.

52.   (Currently Amended) The gaming machine as claimed in claim 51 wherein the <u>at least one</u> pre- programmed ~~criteria~~ <u>criterion</u> is time of day.

53.   (Currently Amended) The gaming machine as claimed in claim 51 wherein the <u>at least one</u> pre- programmed ~~criteria~~<u>criterion</u> is number gaming machines in play.

Please add claims 54-63 as follows:

<u>54.</u>   (New) <u>The gaming system of claim 1, wherein the plurality of games available on the gaming machine comprise games stored on the system and accessible by the plurality of gaming machines.</u>

55.   (New) The gaming system of claim 1, wherein the player's past history of playing games and the history of games played by other players comprises a rank allocated to a game by the player and by the other players respectively.

56.   (New) The gaming system of claim 1, wherein the selection of games is determined dependent on age information relating to each of the plurality of games.

57.   (New) The gaming system of claim 6, wherein the selection of games is displayed according to a rank of each game in the selection, the rank of each game being determined by the selection engine dependent on at least one of the player's past history of playing games and a history of games played by other players.

58.   (New) A gaming system comprising a plurality of gaming machines, and a communications network connecting each of the plurality of gaming machines, the gaming machines each having a display, a player interface, and a game controller arranged to control images displayed on the respective display, the gaming system operable to track play of games played by a plurality of players on the gaming machines and operable to play a game initiated by a player at a said gaming machine, the game being one of a plurality of games made available to the player by the gaming system and selectable by the player and the game having a game result which, if it is a winning result, will cause the game controller to award a prize to the player, wherein the gaming system further comprises a recommendation engine that causes the display of a selection of games available for the player to play, the selection being a subset of said plurality of games and determined dependent on a history of games played by other players.

59.   (New) The gaming system of claim 58, wherein the selection is also determined dependent on the player's past history of playing games.

60.   (New) The gaming system of claim 59, wherein the selection is determined dependent on games having similar characteristics to games identified in the player's past history of playing games.

61.   (New) The gaming system of claim 58, wherein the gaming system the gaming system uses data from the tracking of play of games played on the gaming machines to compute a value indicative of the likelihood that a player that has previously played a particular game will play another particular game, wherein the selection is determined dependent on the value.

62.   (New) A gaming system comprising a gaming server and a plurality of gaming machines in communication with the gaming server through a communications system, the gaming machines each having a display, a player interface, and a game controller arranged to control images displayed on the respective display, the gaming system operable to track play of games played by a plurality of players on the gaming machines, there being a plurality of games available on each gaming machine, the particular game played on a said gaming machine being determined by input by a player using the player interface, wherein each said gaming machine displays a selection of games available on that gaming machine for the player to play, the selection being determined dependent on information related to each game provided by a plurality of players of at least one of the gaming machines.

63.   (New) A gaming system comprising gaming server, a plurality of gaming machines, and a communications system connecting each of the plurality of gaming machines to the gaming server, the gaming machines each having display means, player input means, player tracking input means and game control means arranged to control images displayed on the respective display means, each game control means being arranged to play a game initiated by the player, the game being one of a plurality of games available on the gaming machine and selectable by the player and the game having a game result which, if it is a winning result, will cause the game control means to award a prize to the player, the gaming system being characterised in that each gaming machine includes game selection means which displays a selection of games available on the machine for the player to play, the selection being ordered according to a ranking determined as a function of the player's past history of playing games and a history of games played by other players.